

Course title: **Developing Strategic Thinking through Games**

Lecturer: Lidia Filus, Prof.

Description:

During the workshops, students will become familiar with key concepts such as strategic interaction, decision-making in situations of conflict or cooperation, and basic types of games. Selected examples and simple models will be used to illustrate how game-theoretical thinking can support problem-solving and strategic reasoning in various contexts. The course will emphasize active participation, discussion, and the analysis of illustrative cases and simple game scenarios. By the end of the course, students will gain a basic understanding of game theory concepts and their potential applications in educational, social, and everyday decision-making situations.